EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/09/17 12:58
S2	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/12/03 17:00
S5	21	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2008/12/03 17:12
S6	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:34
S7	95	(automatic$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:42
S8	188	(automatic$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:42
S9	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:45
S10	40	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:45
S11	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:49

S12	7	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:51
S13	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:56
S14	1	(automatic$5 change modif $8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:57
S15	3290	(automatic$5 change modif $8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:58
S16	27	(automatic$5 change modif $8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:59
S19	47	(automatic$5 change modif $8) near (background) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:29
S20	18	(automatic$5 change modif $8) near (ring tone) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:39

S21	201	(automatic$5 change modif $8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:55
S22	132	(automatic$5 change modif $8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:56
S23	125	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 13:51
S24	41	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 13:51
S25	3	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 14:01
S26	184	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:25

S27	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:27
S28	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:29
S29	3	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:29

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